DEATH RACE — INSTRUCTIONS

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SET UP PROCEDURE

1. Make sure the power switch on your control deck is **OFF**.
2. Insert game cartridge.
3. Turn the power switch ON and the title page will come on.

IMPORTANT: If title page does not come on or it flashes, switch your control deck **OFF**, remove cartridge and go back to SET UP PROCEDURES [illegible]

PRECAUTIONS

This is a state-of-the-art game cartridge with very sensitive electronic components inside. Please use the following cautions:

- Do not store in places that are very warm or very cold.
- Do not attempt to take it apart.
- Try not to either drop or hit the cartridge.
- Never insert fingers or metal objects into the open part of the cartridge. Also, do not attempt to clean with benzene, paint thinner, alcohol or other such solvents.
- Store the cartridge in its supplied case when not in use.
- Always make sure that your Game System is turned **OFF** when inserting or removing the Game Cartridge.
- If using an input device other than a Control Pad please read the appropriate instruction booklet prior to beginning this game for correct installation into your system.

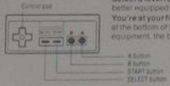
INTRODUCTION

In Death Race, you are driving a heavily armed, futuristic vehicle on a cross country race of destruction. Centered at the top of the screen is a timer. Before it reaches zero, you must collect all of the flags in each city in order to open the exit. Escape with your vehicle intact and you have defeated the city and can continue the race.

You score points by terminating those pesky gremlins. Shoot them, launch missiles at them or just run them down. But be forewarned: they have cars, missiles and bunkers to fire them from. The enemy helicopter and missile silos are also valuable targets. In between each city, you can use the bounty awarded from all this mayhem to repair any unwanted damage, upgrade your car or increase your firepower.

One or two people can simultaneously enter the Death Race, as a team or compete against each other!

YOUR FIRST PIT STOP



Select a level for game play. As the levels increase, you start with less money and your opponents are much better equipped and more aggressive.

You're at your first pit stop. See your car's body style and current equipment list. Your money total is displayed at the bottom of the screen. You may wish to buy or modify a piece of equipment. Remember, the better your equipment, the better your chances of survival.

To buy a piece of equipment. Place the left arrow next to the category you wish to purchase and the application arrow on BUY. Then press SELECT. The screen will now show you your various options for purchase. As you move through them with the arrow, their purchase price will be revealed. Press SELECT to buy a piece of equipment or press START to escape back to the pit stop screen.

To modify a piece of equipment. Use the right and left arrows to move the cursor to the MODIFY selection. Then position the up and down arrows on the item you wish to modify. Now press SELECT. You will now see a modification screen where their costs will be displayed. Each time you press the "A" button, the attribute will be increased by one. Some items have an upper limit and you will not be able to modify beyond it. Press START to return to the pit stop screen.

GUNS

When it comes to Gremlin hunting, everyone has their favourite gun!

Acme 9mm Machine Gun - A standard in the arsenal of many famous drivers, the Acme is a fast shooting weapon with a respectable amount of punch.

Gatlin 20mm Auto Cannon - This weapon has tremendous fire power combined with an excellent range. Due to it's excessive reload time, modifications are recommended.

Hod Mounted Uzi - This weapon has extremely fast shooting capabilities combined with a moderate range. A skilled driver, with a good turning radius, can use this weapon to it's full potential.

Spandau Dual 7mm Machine Gun - These synchronised guns offer good speed and a respectable range. The dual barrel system supplies excellent heat dissipation, which increases the guns life-span in the field.

TYRES

Underestimated by many . . . except those who survive Death Race. When you need to avoid those fast approaching missiles, you'll appreciate the best tyres money can buy.

Cutters - Named for the tracks it leaves in its victims, the cutter tyre uses a razor sharp tread to give a driver that winning edge.

Bashers - This tyre not only grabs the road, it pummels it into obedience. Developed early in the Death Race games, it quickly became a favourite for its handling on rough terrain.

Slicers - Serrated steel blades are the trademark of this tyre. Highly recommended for the experienced driver, who can take advantage of their turn holding capabilities.

Dicers - As a prototype, dicers are yet to be fully field tested. Preliminary reports however, show great promise in both road handling and enemy kills.

ENGINES

If you're planning on outrunning those missiles instead of dodging them, then you're going to need some real power under the hood.

Turbo - This workhorse originally designed in the 1960's provides limited power and poor acceleration. This model however, is reasonably priced and inexpensive to repair.

Nitrous - This engine was immensely popular in the 1970's due to its burst of power. While not as efficient as the newer designs, it is sufficient

Nuclear - The first of the modern power-plant designs. This engine boasts good power and acceleration. A favourite among the amateurs on the circuit.

Fusion - The ultimate in engines. This model has excellent speed and power. Its rapid acceleration can save a driver from certain doom.

CHASSIS

Manoeuverability and armored protection are what you need on the front lines. But if you pick the right chassis, you can out run everything. At least for now.

Kitty - An inexpensive chassis, this is the standard car for starting out. Even with its [illegible] turning radius and light armor, with proper equipment [illegible] a second [illegible] that long.

Catspaw - [illegible] higher technology, this car's turning radius [illegible] enough to avoid [illegible]. Its [illegible] armor is enough to withstand a few direct missile hits. This is definitely a car designed with hit and run tactics in mind.

Pitbull - This top of the line chassis makes use of the latest technology. It can turn on a dime and make change. Combined with its heavy armor, this new car can be expected to become the king of the road in the near future.

MISSILES

Whether or not to develop your arsenal early depends on your strategy. Having a few nuclear missiles in your hip pocket doesn't hurt either when you've got a Death Copter on your tail.

Shell - This missile is based on the old 155mm Howitzer round. With a small warhead and slow propulsion system, this inexpensive missile will detonate on contact with anything.

Armored - Developed from the armor piercing weapons of the mid 20th century, this missile has a larger warhead and faster propulsion system than the shell. It is most useful against unprotected and lightly armored targets.

Nuclear - A spin-off of the cruise missile technology, this weapon flies at a high altitude until it receives a signal to detonate its 10 kiloton warhead, obliterating everything on the ground. This missile can be manually detonated during its flight by pressing the "B" button on your controller. It will also explode on contact with enemy vehicles.

Fusion - The most devastating of missiles, it uses the latest in technology to track and destroy enemy helicopters and cars.

Multiple missiles - A series of missiles can be launched by repeatedly pressing the "B" button. The Shell, Armored, and Fusion missiles can be launched in this manner. This pattern of fire can be used for strafing runs on silos or to keep the enemy helicopter occupied. Their impact makes a most satisfying fire-storm.

ENTERING THE DEATH RACE

Once you've customised your vehicle, you're ready for the first arena. Move the left-right cursor to EXIT and press START. This will show you the starting point for your cross country mission. Press START to begin.

To manoeuvre your car, use the arrow pad. The up arrow will accelerate your vehicle, while the down arrow applies the brakes. The left and right arrows turn your car left and right. The "A" button fires your machine gun and your "B" button launches your missiles. Now, seek out all the flags and score as many points as you dare before exiting the city. Search the city carefully because if you miss a flag, the exit will not open. Once you gain the flags and exit, your current score for that city will be shown. Bonuses and money for your kills will be awarded here. Pressing START will take you to the pit stop screen.

You may use your newly found gains to repair any damaged equipment, modify existing equipment or purchase new missiles.

Remember, you must repair your vehicle before you can modify it.

Launching your missiles. In order to choose the type of missiles to be launched, press the SELECT button. This will pause the game and take you to the missile selection screen. Position the cursor on the desired missile. You may also choose to target your fusion missiles. The fusion missiles are the only heat seekers, so target them wisely. "Enemy" targets the helicopter only. "All" will add the second player car to your available targets. Pressing the SELECT button will return you to the game.

SCORING

Scoring is divided into two categories: money and points. For each target destroyed, you will be awarded the following amounts:

	Points	Money
Gremlins	1	100
Silos	10	2500
Vehicles	200	5000
Flags	100	2500

Once you successfully exit the city, you are given the number of kills in each category, the bounty money you get from each city, and your running score. When the game is over, you get your total score in each category.

DAMAGE

Each car body is equipped with a specific number of damage points. These points represent how much damage your vehicle can take before it is destroyed. Damage points are restored to your car each time you make it back to your pit stop. So, even if you don't have enough money to repair your armor, you will still benefit from the stop between the cities.

SURVIVOR'S TIPS

1. Don't get hit! Repairing damage is expensive. It is usually more cost effective to dodge the missiles.
2. Enemy missile explosions can cause your missiles to detonate. Watch for incoming missiles before launching your own.
3. Some missiles will explode on contact. If you are within the blast radius, your vehicle will take damage. Many a rookie has wasted himself by launching his missiles too close to the Death Copter.
4. During the course of the game, you may find that you do not have enough money to repair all of your damages. If this happens, you may have to down-grade a piece of equipment in order to repair a more essential unit.
5. Rocks and trees on the course become death traps. Be careful not to get caught in them. It makes you a very easy target.
6. Just as there's an endless number of variations for customising your car, there's an equally endless number of strategies to be tried to complete the race. It's up to you now, to survive!